DARKWATCH

EmuMovies

HIGHMOON STUDIOS

CAPCOM

Warning:
Read Before Using Your PlayStation®2 Computer Entertainment System.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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A SPECIAL MESSAGE FROM CAPCOM

Thank you for selecting DARKWATCH™ for your PlayStation®2 computer entertainment system. CAPCOM is proud to bring you this new addition to your video game library.
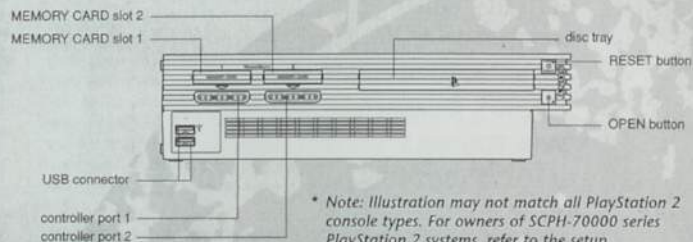
CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway, Sunnyvale, CA 94085.

FOR MORE INFORMATION ON DARKWATCH, VISIT
www.darkwatch.com

GETTING STARTED

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
OPEN button
USB connector

controller port 1
controller port 2

* Note: Illustration may not match all PlayStation 2
  console types. For owners of SCPH-70000 series
  PlayStation 2 systems, refer to the setup
  instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according
to the instructions in its Instruction Manual. Make sure the MAIN POWER
switch (located on the back of the console) is turned ON.

Press the RESET button. When the power indicator lights up, press the
OPEN button and the disc tray will open. Place the **DARKWATCH**™ disc
on the disc tray with the label side facing up. Press the OPEN button
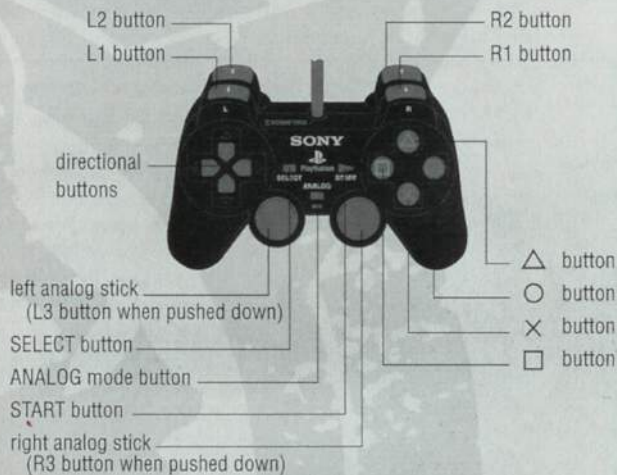again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow
on-screen instructions and refer to this manual for information on using
the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card
(8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console.
You can load saved game data from the same memory card
or from any memory card containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER
CONFIGURATIONS

L2 button
L1 button
R2 button
R1 button

directional
buttons

SONY

left analog stick
  (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
  (R3 button when pushed down)

△ button
○ button
✕ button
□ button

DARKWATCH is a 1-to-2 player game. To set up for play:

• **For 1 Player games:** Connect the DUALSHOCK®2 analog controller
  to controller port 1.

• **For 2 Player games:** Connect a second DUALSHOCK®2 analog
  controller to controller port 2.

THE DARKWATCH WANTS YOU!

Welcome to the Wild West, circa 1876. You are Jericho Cross, seasoned outlaw.

Looking for a big score, you raid a secret treasure train. Unknown to you, this train belongs to the Darkwatch, an ancient organization committed to defeating supernatural evils. The cargo of this train is not money or jewels, but a captured vampire lord being transported to the Darkwatch Citadel for interrogation.

You blow open what you think is the treasure vault on the train, only to release the oldest and most powerful creature of his kind. Perhaps from perverse gratitude, this vampire doesn't kill you. He just bites you, so you slowly turn into a vampire yourself!

With growing supernatural powers, you hunt Lazarus, the vampire who sired you. If you gun him down before the Curse overcomes you completely, you might win back your soul. If you fail, you will be damned to walk the earth as an undead monster, having condemned the West to despair under the rule of evil incarnate.

JERICHO'S JOURNEY

DARKWATCH
TERRITORY of ARIZONA 1876.
0 10 20

N
W E
S

GLOBE CITY

SANTA CATARINA MOUNTAINS

SAN PEDRO RIVER

RAILROAD PASS

CAMP BOWIE

TUCSON

DRAGON PASS

MISSION SAN XAVIER DEL BAC

SAN PEDRO

HANGTOWN

TUCSON RAIL ROAD

INDIAN RESERVATION

DRAGON MOUNTAINS

DARKWATCH RAILROAD

CAMP CRITTENDEN

DARKWATCH OUTPOST

BONEYARD

TUBAC

DARKWATCH CITADEL

TOMBSTONE

DEVIL'S BELLY MINE

GAME CONTROLS

The default configuration of the DUALSHOCK®2 analog controller appears in this diagram, and is used throughout this manual.

■ SELECT button
Score Menu

L2 button
Cycle Powers

L1 button
Throw (emergency brake in vehicles)

▶ START button
In-Game Menu

R2 button
Activate Power

R1 button
Shoot

△ button
Jump

◉ button
Reload

✕ button
Interact

☐ button
Melee

directional buttons
- ⬆ = Cycle throwing weapon
- ⬇ = Cycle projectile weapon
- ◀/▶ = Lean left/right

left analog stick
Move (⬆ = forward)
L3 button (press in)
Crouch (release to stand up)

right analog stick
Turn and aim (⬆ = look up)
R3 button (press in)
Sight Mode (see page 21)
Blood Vision (see page 10)

GAMEPLAY BASICS

The Main Menu is your gateway to the world of the **DARKWATCH**:

SINGLE PLAYER: Experience Jericho's saga (see page 24).

MULTIPLAYER: Play with or against another player (see page 26).

OPTIONS: Change settings for your controller, display and audio (see page 31).

PROFILES: Manage your player profiles (see page 32).

EXTRAS: Some special treats (see page 33).

The following sections contain intel that will help you survive and thrive as a **DARKWATCH** agent:

- **Gameplay Objectives** (below).
- **Human Abilities** (see page 8).
- **Vampire Powers** (see page 10).
- **In-Game Menu** (see page 12).

GAMEPLAY OBJECTIVES

In Single Player games, you must fulfill the following objectives to survive the onslaught of the undead and have a chance to defeat Lazarus. In Multiplayer matches, most of these objectives are still critical — along with the additional objectives described in **Multiplayer Matches** (see page 26).

- **Kill, but don't be killed:** Enemies constantly attack you, so killing them is necessary to survive. In Single Player games, Multiplayer Soul Hunter and Multiplayer Cooperative Mode, you benefit from the energy in the Blood Clouds that are released when you kill the undead.

- **Collect weapons:** You start with humble weaponry. As you progress, you can grab new weapons — such as those dropped on the ground by fallen enemies.

- **Obtain Powers:** Powers are supernatural abilities that give you a key advantage in combat. (See page 10.)

- **Destroy Marks of Evil:** On occasion, a ragged structure will erupt from the ground and spew enemies. When you destroy this Mark of Evil, the enemies it bore will die with it, and something critical to your advancement will be revealed to you.

HUMAN ABILITIES

As you transform slowly into a vampire, your basic human abilities will be enhanced.

WALK: Move the left analog stick ⬆ to move forward, ⬇ to move back, ⬅ to move left, and so forth. Move it a little to move slowly, or a lot to move quickly.

RIDE: Ride your horse, Shadow, and drive vehicles such as the Coyote Steam Wagon. It's just like walking except you can't jump. In addition, the **L1** button becomes an emergency brake in vehicles.

CROUCH: Press and hold the **L3** button (left analog stick) to crouch down. Release the **L3** button to stand back up.

• Crouch behind low objects to take cover, and stand up briefly to fire.

LEAN: Press the directional buttons ⬅ to lean left, and ➡ to lean right.

• Take cover behind a wall and lean out briefly to shoot.

• While in the saddle of your horse, Shadow, lean to the side opposite your enemies to use the horse as a shield. You can't shoot while leaning from your horse.

JUMP: Press the ▲ button to jump.

TURN AND AIM: Move the right analog stick ⬆ to look up, ⬇ to look down, ⬅ to look left, and so forth. Move it a little to pan your view slowly, or a lot to pan quickly. The targeting reticle is always in the center of your view.

• Turn and aim Gatling Turrets the same as hand-held weapons.

• The reticle shows the direction that projectiles will go; it turns red when you're on target.

SHOOT/RELOAD: Press the **R1** button to shoot one projectile. Each weapon holds a limited number of projectiles, but reloading happens automatically as long as you still have projectiles in reserve. Press the ● button at any time to reload manually. Also, some weapons have special behaviors when you press and hold the **R1** button. (For details, see **Darkwatch Weaponry** on page 20.)

CYCLE WEAPONS: Press the directional buttons ⬆ to cycle your throwing weapon and ⬇ to cycle your projectile weapon.

THROW: Press the **L1** button to throw an explosive. You can't throw while driving, riding, or wielding dual Warmaker Pistols.

MELEE ATTACKS: Press the ■ button to strike a nearby enemy with the blade of your weapon, or knock over small nearby objects.

INTERACT WITH OBJECTS: Press the ✖ button to interact with something you're close to. Not everything can be interacted with, but many things can be:

• Pick up a new weapon that's lying on the ground. (Dead enemies often drop weapons.) You can't carry more than two weapons at a time. If you already have two weapons, you must set down the one in your hand to pick up another. However, you can usually keep your weapons across chapters.

• Open doors, push barrels around, knock over tombstones and more. You can even shoot dynamite barrels to take out enemies near them. Just don't stand too close yourself!

• Enter and exit the Coyote Steam Wagon and Gatling Turrets.

HEALTH: Your health decreases after your Blood Shield is exhausted and you get hit. (The Blood Shield is a Vampire Power, but your health is part of your humanity.) Health increases when you kill enemies and collect the energy from their Blood Clouds. If your health drops to zero, you die!

VAMPIRE POWERS

You started acquiring Vampire Powers when you were infected with the Curse. Your Powers grow as you become less human and more vampire. There are two basic types of Powers: those that do not take blood energy to use and are available to you at any time, and those that must be earned and require blood energy. All Powers are negated in direct sunlight.

POWERS YOU HAVE AT ALL TIMES

In Single Player games, you quickly gain the following Vampire Powers as you progress through Jericho's story. In Multiplayer matches, you get these Powers from the start:

BLOOD SHIELD (see **The HUD** on page 13): Protects you from losing health. Decreases as you get hit; increases as time passes between hits. When the Blood Shield is depleted, your health suffers with each hit.

VAMPIRE JUMP: Double-tap the ▲ button rapidly to jump really high. Move the left analog stick to change direction while in the air. Press the ✖ button to terminate the jump quickly.

BLOOD VISION: Press in the ⓡ③ button (right analog stick) to cause enemies, weapons, and other key elements to glow, and zoom in your view a bit too. Press in the ⓡ③ button again to return to normal vision.

POWERS YOU MUST EARN

Powers are spells with potent but temporary effects. You obtain and activate Powers differently in Single Player games and Multiplayer matches.

SINGLE PLAYER POWERS: You will occasionally encounter a victim of Lazarus. Based on your choice to aid or feed upon such a victim, your soul will become increasingly good or evil. The blue (good) and red (evil) Spirit Bars in your Power Display (see page 14) track the progress of your soul. When a bar is full, you will earn a Power. Similarly, when you choose to free or feed on what remains of the spirit in a dead Tainted Victim, your soul will also gain either good or evil energy, depending on your choice.

Activating a Power takes a lot of supernatural energy. Your Blood Bar (see page 13) tracks the energy you collect from the Blood Clouds of enemies you kill. When your Blood Bar is full, you can activate any Power you have earned at a moment of your choosing. Using a Power completely drains your Blood Bar.

GOOD POWERS

SILVER BULLET: The Silver Bullet Power increases shooting attacks with holy fire.

FEAR: The Fear Power terrifies most enemies. Some foes will merely laugh it off, though, so be careful!

MYSTIC ARMOR: The Mystic Armor Power affords superior armor against attacks.

VINDICATOR: The Vindicator Power calls down chain lightning on your enemies.

EVIL POWERS

BLOOD FRENZY: The Blood Frenzy Power imbues your melee attacks with supernatural berserker power.

TURN: The Turn Power makes slaves of your enemies and turns them against each other for a time.

BLACK SHROUD: The enveloping evil of the Black Shroud Power awards armor and deals damage to those who dare attack.

SOUL STEALER: The Soul Stealer Power sucks the very souls from distant enemies.

MULTIPLAYER POWERS

In Multiplayer matches, you can pick up the Silver Bullet, Mystic Armor, and Blood Frenzy Powers as floating power-ups. When you pick up a Power, it activates automatically and immediately. Once activated, most multiplayer Powers have the same effects and duration as their Single Player counterparts.

IN-GAME MENU

Press the ▶ (START) button during gameplay to bring up the In-Game Menu.

RESUME GAME: Resume gameplay.

LORE: (Single Player games only) See tips and instructions in response to what you encounter during gameplay. Most new Lore entries are added to the bottom of the list.

- **Powers Screen:** Lore on Powers appears on a separate screen showing good and evil Powers in order of increasing power. Select a specific Power to bring up its description.

OPTIONS: Adjust the controls (see page 31).

RESTART: (Single Player games only) Return to the last saved checkpoint in the current chapter. (The game automatically saves your progress at multiple checkpoints within each chapter.)
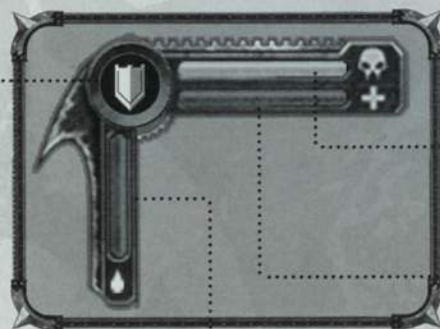
QUIT GAME: Exit to the Main Menu.
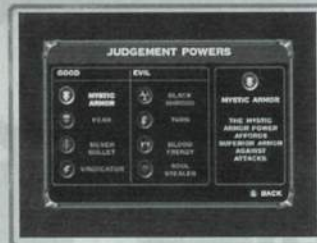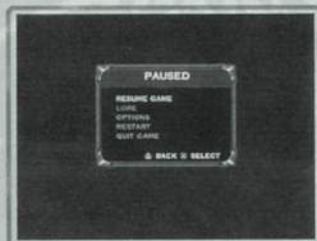
THE HUD

The HUD (Heads Up Display) gives you key intel on the screen. The HUD includes a Life Display, Battle Bar, Weapon Display, Power Display and some additional display.

LIFE DISPLAY

BLOOD SHIELD

Decreases as you get hit; increases as time elapses between hits.

HEALTH

Decreases after your Blood Shield is depleted and you get hit; increases when you kill enemies and collect their Blood Clouds. When your health drops to zero, you're dead!

BLOOD BAR

(Single Player and Multiplayer Cooperative Modes only) Fills as you collect Blood Clouds of dead enemies. When your Blood Bar is completely full, you can activate any Power you have earned.

POWER

(Single Player and Multiplayer Cooperative Modes only) Shows the selected Power. When your Blood Bar is full, the entire Life Display glows to indicate that you can activate this Power. When you activate it, the luminous lines around its icon disappear gradually like a timer counting down to the exhaustion of the Power.

BATTLE BAR

The Battle Bar measures your progress toward a goal such as killing a bunch of enemies, destroying a Mark of Evil, or defeating a level boss. The bar gets shorter each time you accomplish a portion of your goal, and is a handy way to quickly appraise your progress

WEEPON DISPLAY

THROWN WEAPON
Shows the total number of remaining throwable weapons.

HELD WEAPON
Shows the number of bullets left in your gun, and total bullets in reserve.

POWER DISPLAY

In Single Player games, press and hold the L2 button to bring up the Power Display and cycle through the Powers you have earned. Press the R2 button to activate the selected Power (once your Blood Bar is fully charged). (Multiplayer matches do not use the Power Display.)

MYSTIC ARMOR

SELECTED POWER
Press the L2 button repeatedly to cycle through the Powers you have earned. Stop pressing when the Power you want appears in the large center circle.

POWER NAME
Displays the name of the selected Power.

SPIRIT BARS
The two bars on the bottom fill with blue (good) and red (evil) energy as you earn your way toward the next Power.

ADDITIONAL DISPLAYS

The following HUD items are independent of each other, but all are critical to gameplay:

FIND TALA.

HIT INDICATOR
Shows the direction of an off-screen enemy that just hit you.

TARGETING RETICLE
Shows the direction of fire for your weapons. Always in the center of the screen, the reticle turns red when you're on target.

TEXT MESSAGES
Inform you of a decision to make, give you hints about special tactics, and optionally show subtitles for voices.

ENEMIES

Lazarus is animating the damned to form an undead army and build his empire of despair. To help you better understand your enemies, the Darkwatch has prepared the following tactical summary of each known class of undead.

REAPERS: These decaying souls burst from graves with murder in mind and scythes in hand. They swarm you — slicing and dodging with unnatural speed, and leaping too high for your vampire jump to buy you any peace. The savagery of Reapers makes up for whatever they lack in size and strength.

RIFLEMEN: Death at the hands of the undead isn't always final. Some victims reanimate to join the fiends who killed them. When Darkwatch Regulators are struck down and reanimate, they become undead Riflemen who turn their training and advanced weapons against their former colleagues.

GUNSLINGERS: Reanimated outlaws, Gunslingers have a refined sense of disobedience and disloyalty. They play no favorites in matters of hatred either. Gunslingers have even been known to attack their own comrades just to steal more effective weapons.

UNDEAD RYDERS: Essentially Gunslingers on horseback, Undead Ryders use their demonic horses to move fast and block your fire, so targeting them isn't easy.

KEGGERS: Laden with explosives, the Kegger will charge toward an advancing enemy with a gaping grin to announce its intentions. Keggers are tenacious, bold and egoless. If they get close to you, they will blow themselves and you to hell.

BANSHEES: These daughters of sin speak death from above. Their screams will home in on you, so be prepared to take cover and shoot these lethal balls of energy. If a Banshee gets close to you, she will drop down and tear into you. Or you can go on the offensive first and vampire jump up to her.

OOZERS: These big ugly freaks take a lot to kill. At range, they puke a powerful acid-like a projectile. Up close, Oozers charge you with a fist full of cleavers and three tons of fury.

BRAVES: The forces of darkness find the unmarked graves of massacred natives to be fertile ground for reanimation. Haunted by the injustice done to them and driven by an insatiable desire for vengeance, Braves jump and fight very well. They typically use the same weapons they favored during life: the bow and arrow and the tomahawk.

BANDITOS: Some fat, hard-drinking bastards never quite die, even though everybody wishes they would. In undead form, all that blubber hardens into armor, making Banditos tough as hell. All those bar fights made them into great melee fighters too. On the way in to striking range, their shotguns pack a mean punch. Fortunately, Banditos are slow and stupid. Some things never change.
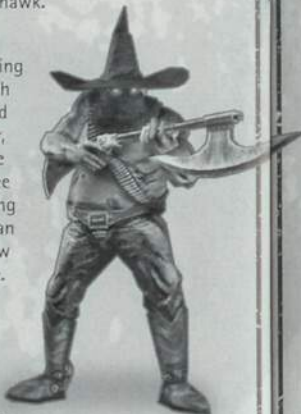
VIPERS: Vipers are quick hand-to-hand fighters with great jumping ability. When pressed, they can teleport away from you. Try to take Vipers out at a distance if possible.
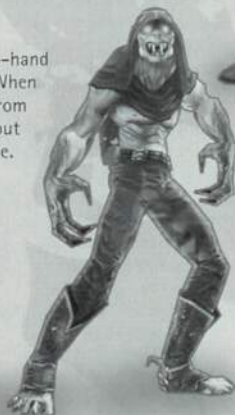
LAZARUS MALKOTH: Lazarus was the Roman who founded the Darkwatch in 66 A.D. to battle the real reason Rome fell: vampires. In his pride, Lazarus thought he could gain ultimate power over darkness by bending a demon spirit to his will. When the demon possessed Lazarus instead, he turned on the Darkwatch and nearly destroyed his own organization. The Darkwatch pursued Lazarus across Europe and ultimately the Americas, where he vanished.

ALLIES

To survive, Darkwatch Regulators must sometimes be as ruthless as the supernatural forces they hunt. They would be delighted to sign up a criminal like you, even as you transform into a monster. Should you find Regulators as your allies, you better hope that they're as dedicated and lethal as they seem.

CASSIDY SHARP: Cassidy and you are the only human survivors of your derailed train robbery. Although young, this girl is serious. A superb Regulator, Cassidy is hampered only by her conviction that the Darkwatch and the work she does for it are beyond reproach. She is a good shot and keeps her cool in deadly situations, but her slight physique makes her vulnerable to melee attacks.
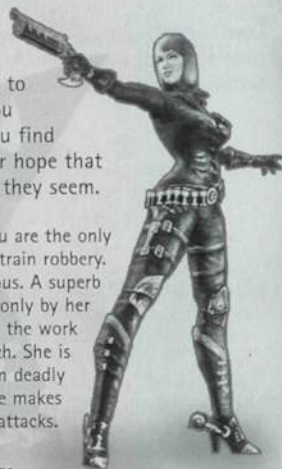
TALA: Don't let her seductive grace hypnotize you. Tala is a fearless and powerful fighter who goes out of her way to engage the undead. Silent as a shadow, Tala will sometimes vanish from the field at what seems a critical moment, only to appear suddenly behind enemy lines, bathed in the blood of her foes and signaling her squad that victory is at hand. In you she sees the perfect partner in the war against darkness, and in her own ambitious quest to rise to the top of the Darkwatch.
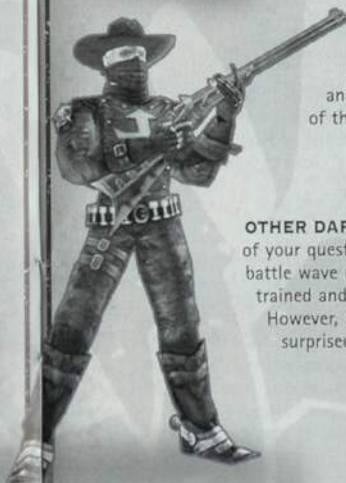
OTHER DARKWATCH REGULATORS: In the course of your quest, various Darkwatch Regulators will help you battle wave upon wave of demented undead. All are well trained and fully prepared to give their lives to the cause. However, if you kill a Regulator, even by accident, don't be surprised if the other Regulators are less than amused.

DARKWATCH WEAPONRY

Over the centuries, Darkwatch scientists have invented weapons that are truly ahead of their time. As you are new to the Darkwatch, you should become familiar with these weapons before attempting to use them.

REDEEMER REVOLVER: Young Darkwatch engineering students are required to study the innovative blueprint for the Redeemer. Its ingenious design ejects expended cylinders through the breech while feeding loaded cylinders into the muzzle. By fanning the hammer (press and hold the **R1** button), you can discharge many rounds rapidly, and then quickly reload by replacing the clip. The careful balance between accuracy, rate of fire, and power make the Redeemer a standard firearm for Darkwatch Regulators. Like any pistol, however, it has neither the stopping power nor long range accuracy of most rifles.

WARMAKER PISTOLS: Most Darkwatch Regulators scorn these light pistols for their lack of stopping power. However, you can dual fire (press and hold the **R1** button) with one in each fist to achieve an impressive rate of fire. Also, swinging two-bladed handles gives you twice the punch in close quarters combat.

BLACKFISH CARBINE: Darkwatch engineers modified a musket into a breach-loading repeater to create the Blackfish Carbine. The Blackfish can be reloaded quickly, and has good range and stopping power without too much recoil. Its heft and bladed handle make it a fine choice for close quarters combat.

CARSON RANGE RIFLE: The Carson Range Rifle is designed to maximize range at the expense of all else. Its long barrel makes it impossible to conceal and awkward to carry. It bears a fragile 5 lb. scope that provides a great view of distant enemies but less than a 6° point of reference. Press the **R3** button once to use the scope; again to zoom in; a third time to resume normal view. You can't use Blood Vision while holding this rifle.

ARGUS SHOTGUN: The Argus Shotgun sports four barrels, a simplified extractor spring for quicker firing, and a wicked 6" blade for lethal melee action. While two barrels deploy, the second pair swing below the breech for simultaneous re-loading. The two firing barrels don't overlap in cone output, resulting in greater spread. These qualities make the Argus a favorite of Darkwatch agents facing an enemy that needs to be taken apart at close range.

DUAL CROSSBOW: In the 19th century, the Darkwatch used arrows as platforms for powerful explosives that were too heavy and unstable to fire from normal pistols and rifles. The Dual Crossbow was designed to get the most from these explosive arrows. Perhaps the most unusual aspect of this crossbow is the presence of two tillers, leaf springs, and triggers that can release two arrows nearly simultaneously. Press the **R1** button to fire.

RAIL ROCKET: Developed from a naval signal cannon, the Rail Rocket fires explosive mortars a fair distance. To compensate for its inability to be fired at close range (without blowing you up), the Rail Rocket has the weight and blade of a formidable melee weapon. Although mortars move slowly enough to give distant enemies time to take evasive action, you can steer a mortar in flight. Press and hold the **R1** button and move the right analog stick to use this weapon.

DYNAMITE AND SPLITTER GRENADES: Blow the crap out of anything nearby (including yourself, if you're not careful) with good ol' sticks of Dynamite. Incinerate weaker enemies with a well-placed throw of a Splitter Grenade, or aim at their feet and watch as the grenade splits into five smaller but still deadly grenades. Don't be surprised if attentive adversaries see them coming and run for cover.

**SCEPTER:** In certain chapters of the story, you can find and swing the Scepter as a weapon of last resort.
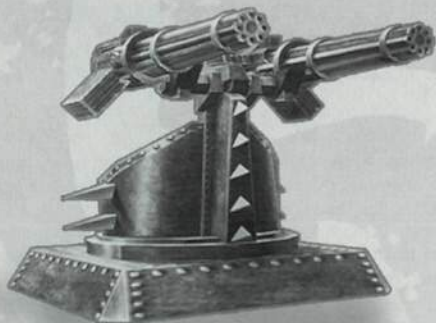
GATLING TURRET: The Darkwatch dissected a working prototype of the first Gatling guns and found ways to increase their rate of fire to create the Darkwatch Gatling Turret. Because clandestine operations prefer to avoid the use of conspicuous stationary weaponry, the Darkwatch generally limits use of Gatling Turrets to mobile vehicles, such as the Coyote Steam Wagon. When you're in a Gatling Turret, move the right analog stick to turn and aim; press and hold the **R1** button to fire. Ammo is unlimited. You can't throw, jump, or use Blood Vision while in a Gatling Turret.

VEHICLES

Each of these vehicles has a dynamic all its own, with an easy learning curve that rewards skill.
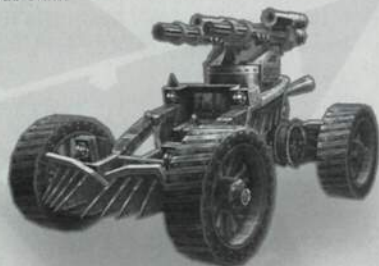
DARKWATCH COYOTE: The Coyote Steam Wagon is equipped with twin Gatling Turrets. The Coyote is designed so you can drive and shoot at the same time. When you're near the Coyote, press the ✖ button to get in (and get out later). When on board, move and turn the Coyote just as you would move around on foot — except that the **L1** button becomes the emergency brake, and you can't jump. Turning the Coyote also turns and aims the Gatling Turrets. Press and hold the **R1** button to fire continuously. Ammunition is unlimited.

SHADOW: Your horse, Shadow, is tireless, swift, and undead. Your own vampire blood flows through Shadow's veins, deepening the psychic bond between rider and steed, and ensuring that Shadow reacts instantly to your every command. While riding Shadow, move and shoot the same as you would while on foot, but you can't jump or use Blood Vision. While you're riding Shadow, your ammunition is unlimited.

SINGLE PLAYER GAMES

As a solo player, you can play Story Mode to experience Jericho's saga one chapter at a time. Alternately, in Gunslinger Mode you can replay any chapter you unlocked previously in Story Mode. This section provides instructions for starting (and resuming) a game in Story Mode. (For details on Gunslinger Mode, see page 33.)

STARTING STORY MODE

Follow steps 1-5 to start a new game in Story Mode, or pick up from your last position in a saved game.

In menu screens, press the directional buttons ⬆/⬇ to cycle through options; press the ❌ button to select the highlighted option.

1. From the **DARKWATCH** Title screen press the ▶ button to continue.
2. One of the following screens will appear next. (A player profile saves your game progress and any custom settings you make.)
   • **New Profile Screen:** When you start **DARKWATCH** for the first time, you must enter a new player profile. (See page 32.)

• **Profiles Screen:** If you already have more than one player profile, choose the one you want to use from the Profiles screen. (See page 32.)

3. From the Main Menu, select **Single Player**.

4. From the Chapter screen, select the chapter you want to play and press the ❌ button.

Warning: Your progress in the story will be reset to whatever chapter you choose. Normally, you would choose the highest chapter you've reached in the story, using the active player profile. If you choose an earlier chapter, you will lose all progress beyond that chapter. To play unlocked chapters without losing your progress, use Gunslinger Mode (see page 33).

5. From the Difficulty screen, select a difficulty and press the ❌ button to begin gameplay.

SAVING YOUR PROGRESS

The game automatically saves your progress at multiple checkpoints within each chapter. When you win a chapter, the game saves your victory in the active player profile, and unlocks the next chapter. (In the Chapter screen, you can only select chapters you have already unlocked.)

CHANGING OPTIONS

To change options during Story Mode, press the ▶ button to pause the game and bring up the In-Game Menu (see page 12).

MULTIPLAYER MATCHES

You can play the following types of matches in Multiplayer Competitive Mode (see page 27) and Multiplayer Cooperative Mode (see page 29).

DEATHMATCH: Fight for the most kills and the least deaths in this free-for-all. Adjust the number of kills needed to win on the Create Match screen (see page 28).

SOUL HUNTER: Fight to collect Blood Clouds and be the first to fill your Blood Bar.

MULTIPLAYER COMPETITIVE MODE

You and another person can play against each other in Multiplayer matches using the same PlayStation®2 console. Your TV screen will be divided into two areas.

STARTING COMPETITIVE MATCHES

Before starting a Competitive match, make sure you have two controllers inserted into controller ports 1 and 2 on the PlayStation®2 console.

1. From the Main Menu, with both controllers connected, select **Multiplayer** and press the ❎ button.

2. At the Select Mode screen, choose **Versus** and press the ❎ button.

3. Select from existing profiles or create a new profile and press the ❎ button.

4. Adjust options (**Invert Look, Look Sensitivity, Vibration On/Off** and **Controller Configurations**) and press the ❎ button.

Player 1 — Upper Half

Player 2 — Lower Half
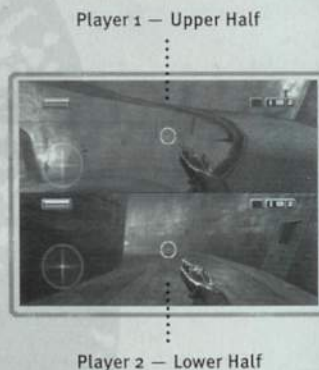
5. In the Create Match screen, any player can adjust the following settings. When done, press the ✖ button to continue into gameplay.

- **Type:** Select the game type (see page 26).
- **Map:** Choose a map. (Most maps are Multiplayer versions of Single Player levels.)
- **Kill Limit:** Set the number of kills needed to win (DeathMatch only.)
- **Time:** Select the total play time.

6. Either player can press the ✖ button to start the match.

CHANGING OPTIONS DURING COMPETITIVE GAMES

Press the ▶ button during Competitive gameplay to display the In-Game Menu (see page 12).

MULTIPLAYER COOPERATIVE MODE

Injected with the blood of Jericho Cross, you and your partner play as two Darkwatch Regulators following in the footsteps of Jericho Cross through the Haunted West. The injections afford you the strength, power, and resilience of a vampire — as well as an unholy thirst for blood and cinematic flashbacks to key moments in the cursed existence of Jericho Cross.

This section provides instructions for starting (and resuming) a game in Cooperative Story Mode.

STARTING COOPERATIVE STORY MODE

Before starting this mode, make sure you have two controllers inserted into controller ports 1 and 2 on the PlayStation®2 console.

1. From the Main Menu, select **Multiplayer.**
2. From the Multiplayer Menu, choose **Cooperative.**
3. Adjust your controller settings and/or game options, then press the ✖ button to continue.
4. From the Chapter Screen, select a chapter to play and press the ✖ button.

Warning: Your progress in the story will be reset to whatever chapter you choose. Normally, you would choose the highest chapter you've reached in the story, using the active player profile. If you choose an earlier chapter, you will lose all progress beyond that chapter!

5. From the Difficulty screen, select a difficulty and press the ✖ button to begin gameplay.

COOPERATIVE RULES

Here are a few basic rules that differentiate Cooperative Mode from other **DARKWATCH** modes. For more information, see the Darkwatch website: http://www.darkwatch.com.

DEATH AND RESPAWN RULES: If both players die at almost the same time, they must restart at the last checkpoint. If just one player dies, that player will respawn (after a brief delay) at the last checkpoint, while the other player continues without interruption. The duration of this delay depends on the difficulty setting.

FRIENDLY FIRE: The amount of damage you inflict on your fellow player will range from moderate to severe, depending on the difficulty setting.

WEAPONS AND BLOOD CLOUDS: When an enemy you kill drops a weapon on the ground, either of you can go to that weapon and pick it up by pressing the ⊗ button. You gather Blood Clouds differently: one of you only needs to get close enough to a Blood Cloud (before it dissipates), and it will be drawn to you. Consider sharing weapons and Blood Clouds according to a team-oriented strategy.

USE OF POWERS: As with the solo Story Mode, you and your partner will have opportunities to earn Powers. Although you earn Powers individually, you share them. Either of you can activate any Power you collectively have whenever you (as an individual) have a fully charged Blood Bar.

CHANGING OPTIONS
DURING COOPERATIVE STORY MODE

Press the ▶ button during Cooperative Story Mode gameplay to display the In-Game Menu, where you can adjust game options (see page 12).

> **Note:** In Cooperative play, pressing the ▶ button pauses the game for both players.

OPTIONS

From the Main Menu, select **Options** to adjust the controls, display and audio settings. Your custom settings will be saved in the active player profile.

CONTROLS

- **Invert Look:** Select **Yes** to invert how you look up and down. (With **Yes** selected, moving the right analog stick ⬆ causes you to look down.)
- **Look Sensitivity:** Select a number from 1 to 10 to change the sensitivity of the right analog stick (used to turn and aim). "**5**" is default and "**10**" is most sensitive.
- **Vibration:** Toggle the controller's vibration function **On/Off**.
- **Controller Configuration:** Display the Controller Configuration screen. (This option is not available from the In-Game Menu.)

CONTROLLER CONFIGURATION

Select one of the custom controller configurations, or return to the default configuration.

DISPLAY

- **Subtitles:** Toggle **On/Off**.

AUDIO

- **Music/Sound Effects:** Adjust in-game music and sound effects volumes.

RESET TO DEFAULT

Restore all settings to the original defaults.

PROFILES

In the Single Player game, your progress through chapters in the story and custom options you set are saved in the active player profile. You can create up to a maximum of ten profiles, but only one profile can be active at a time. You can manage profiles from the Profiles screen.

PROFILES SCREEN

Select **Profiles** from the Main Menu to display the Profiles screen. In this screen you can create a new profile, delete an existing profile, or make a specific profile active.

- **✗ button:** Select the highlighted profile to make it active, and return to the Main Menu.
- **◉ button:** Delete the highlighted profile. **Warning:** The progress you made in Story Mode with this profile will be lost if you delete it.
- **▣ button:** Proceed to the New Profile screen.

NEW PROFILE SCREEN

The New Profile screen is where you create new player profiles. Use your controller to enter a name:

- **directional buttons ⬆/⬇/⬅/➡:** Navigate around the virtual keyboard.
- **✗ button:** Select highlighted letter or number.
- When finished, highlight **Done** and press the ✗ button.

EXTRAS

Explore the rich world of the **DARKWATCH** through these extras:

GUNSLINGER MODE

Gunslinger Mode lets you replay any chapter you have won (and unlocked) in Story Mode, using the active player profile. Gunslinger does not reset your progress in the chapter progression, although you cannot unlock new chapters in Gunslinger Mode. You can choose to play as a good or evil Jericho.

When you win a Gunslinger chapter, a Mission Score screen shows your statistical success, such as your kills and percentage accuracy. Success can also unlock some movies and concept art.

CONCEPT ART

New concept art movies unlock as you accomplish certain feats in Gunslinger Mode. Select an item on the list to view it.

MOVIES

New movies unlock as you win chapters in Story Mode. Select an item on the list to view it.

STATISTICS

View your statistical performance in Single Player games:

- Overall Story Mode stats.
- Overall Gunslinger Mode stats.
- Gunslinger Mode chapter highs.

CREDITS

View the game credits.

CREDITS

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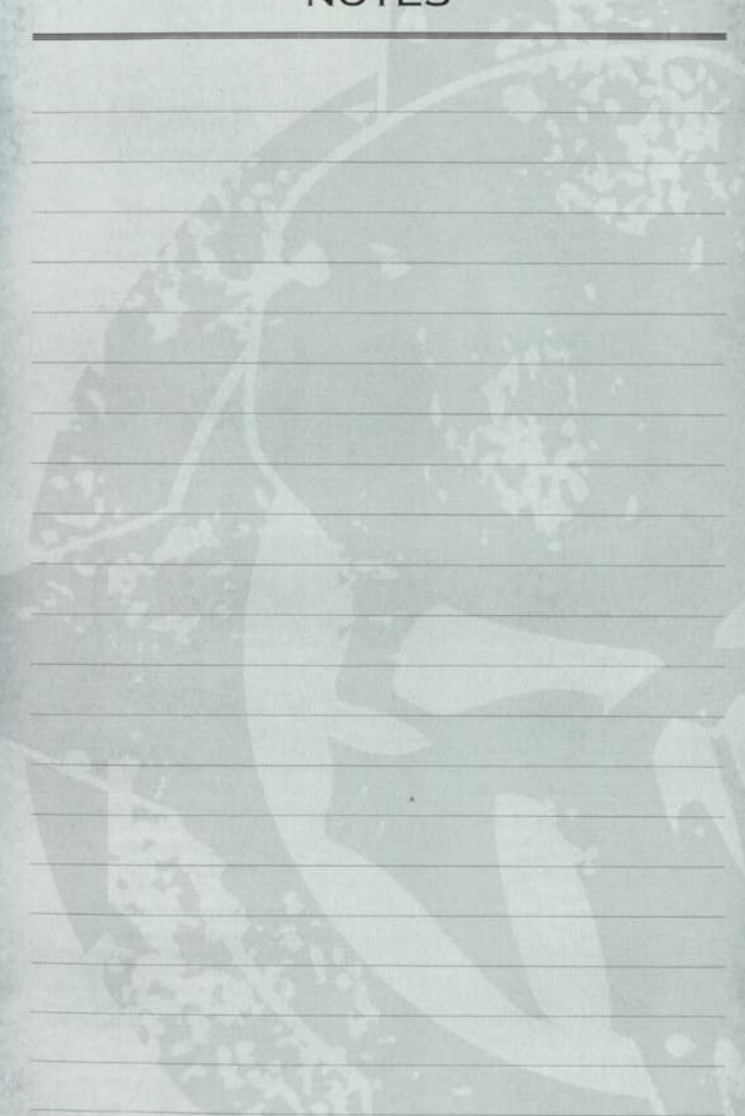Reserved. See www.havok.com for details.

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